<u>Listing of claims:</u>

This listing of claims will replace all prior versions, and listings, of claims in the application:

1-44.   (Canceled)

45. (Currently amended)   A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player ~~wagering~~ game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the <u>player's</u> unique game array matching sequentially selected game indicia matches one of a plurality of a predetermined progressive jackpot winning patterns, the method comprising:

receiving a first batch of the sequentially selected game indicia at a gaming unit;

comparing the first batch of the sequentially selected game indicia to the game indicia of the <u>player's</u> unique game array;

determining that the player has won a first interim pattern award for the occurrence of the wagering game if a first <u>interim</u> pattern ~~on the player's unique game array~~ formed by game indicia on the <u>player's</u> unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

determining a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first <u>interim</u> pattern on the player's unique game array;

providing a first sleep time period for the player to make a <u>first</u> prize claiming input selection at an input device of the gaming unit to claim the first interim pattern award amount;

storing the first interim pattern award amount if the player inputs the <u>first</u> prize claiming input within the first sleep time period;

receiving a second batch of the sequentially selected game indicia at the gaming unit;

comparing the second batch of sequentially selected game indicia to the game indicia of the player's unique game array;

determining that the player has won a second interim pattern award for the occurrence of the wagering game if a second interim pattern ~~on the player's unique game array~~ formed by game indicia on the player's unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

determining a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second interim pattern on the player's unique game array;

providing a second sleep time period for the player to make a second prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

adding a progressive jackpot contribution equal to the second interim pattern award amount minus the first interim pattern award amount to the progressive jackpot pool if the player does not input the second prize claiming input within the second sleep time period and the second interim pattern award amount is greater than the first interim pattern award amount; and

awarding the first interim pattern award amount to the player if the player does not input the second prize claiming input within the second sleep time period.

46. (Currently amended) A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player ~~wagering~~ game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the player's unique game array matching sequentially selected game indicia matches one of a plurality of a predetermined progressive jackpot winning patterns, the method comprising:

receiving a batch of the sequentially selected game indicia at a gaming unit;

comparing the batch of the sequentially selected game indicia to the game indicia of the player's unique game array;

determining that the player has won a first interim pattern award for the occurrence of the wagering game if a first <u>interim</u> pattern ~~on the player's unique game array~~ formed by game indicia on the <u>player's</u> unique game array matching sequentially selected indicia in the batch matches one of a plurality of predetermined interim patterns;

determining a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first <u>interim</u> pattern on the player's unique game array;

determining that the player has won a second interim pattern award for the occurrence of the wagering game if a second <u>interim</u> pattern ~~on the player's unique game array~~ formed by game indicia on the <u>player's</u> unique game array matching sequentially selected indicia in the batch matches a second one of the predetermined interim patterns;

determining a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second <u>interim</u> pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

providing a first sleep time period for the player to make a <u>first</u> prize claiming input selection at an input device of the gaming unit to claim the first interim pattern award amount;

providing a second sleep time period for the player to make a <u>second</u> prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

adding a progressive jackpot contribution equal to the first interim pattern award amount minus the second interim pattern award amount to the progressive jackpot pool if the player does not input the <u>first</u> prize claiming input within the first sleep time period and the first interim pattern award amount is greater than the second interim pattern award amount; and

awarding the second interim pattern award amount to the player if the player inputs the <u>second</u> prize claiming input within the second sleep time period.

47. (Currently amended)   A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player ~~wagering~~ game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected

game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the <u>player's</u> unique game array matching sequentially selected game indicia matches one of a plurality of predetermined progressive jackpot winning patterns, the method comprising:

configuring a gaming unit to receive a first batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the first batch of the sequentially selected game indicia to the game indicia of the <u>player's</u> unique game array;

configuring the gaming unit to determine that the player has won a first interim pattern award for the occurrence of the wagering game if a first <u>interim</u> pattern <s>on the player's unique game array</s> formed by game indicia on the <u>player's</u> unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

configuring the gaming unit to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first <u>interim</u> pattern on the player's unique game array;

configuring the gaming unit to provide a first sleep time period for the player to make a <u>first</u> prize claiming input selection at <s>the input</s> an input device of the gaming unit to claim the first interim pattern award amount;

configuring the gaming unit to store the first interim pattern award amount if the player inputs the <u>first</u> prize claiming input within the first sleep time period;

configuring the gaming unit to receive a second batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the second batch of sequentially selected game indicia to the game indicia of the <u>player's</u> unique game array;

configuring the gaming unit to determine that the player has won a second interim pattern award for the occurrence of the wagering game if a second <u>interim</u> pattern on the player's unique game array formed by game indicia on the <u>player's</u> unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second interim pattern on the player's unique game array;

configuring the gaming unit to provide a second sleep time period for the player to make a second prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the second interim pattern award amount minus the first interim pattern award amount to the progressive jackpot pool if the player does not input the second prize claiming input within the second sleep time period and the second interim pattern award amount is greater than the first interim pattern award amount; and

configuring the gaming unit to award the first interim pattern award amount to the player if the player does not input the second prize claiming input within the second sleep time period.

48. (Currently amended)   A method for conducting a wagering game and an associated progressive jackpot, wherein the wagering game is a multi-player ~~wagering~~ game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the player's unique game array matching sequentially selected game indicia matches one of a plurality of predetermined progressive jackpot winning patterns, the method comprising:

configuring a gaming unit to receive a batch of the sequentially selected game indicia at the gaming unit;

configuring the gaming unit to compare the batch of the sequentially selected game indicia to the game indicia of the player's unique game array;

configuring the gaming unit to determine that the player has won a first interim pattern award for the occurrence of the wagering game if a first interim pattern ~~on the player's unique~~

game array formed by game indicia on the player's unique game array matching sequentially selected indicia in the batch matches one of a plurality of predetermined interim patterns;

configuring the gaming unit to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array;

configuring the gaming unit to determine that the player has won a second interim pattern award for the occurrence of the wagering game if a second interim pattern on the player's unique game array formed by game indicia on the player's unique game array matching sequentially selected indicia in the batch matches a second one of the predetermined interim patterns;

configuring the gaming unit to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second interim pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

configuring the gaming unit to provide a first sleep time period for the player to make a first prize claiming input selection at the at an input device of the gaming unit to claim the first interim pattern award amount;

configuring the gaming unit to provide a second sleep time period for the player to make a second prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

configuring the gaming unit to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the first interim pattern award amount minus the second interim pattern award amount to the progressive jackpot pool if the player does not input the first prize claiming input within the first sleep time period and the first interim pattern award amount is greater than the second interim pattern award amount; and

configuring the gaming unit to award the second interim pattern award amount to the player if the player inputs the second prize claiming input within the second sleep time period.

49. (Currently amended)   A gaming unit for conducting a wagering game and an associated progressive jackpot in a gaming network having a network computer and a plurality of gaming units, wherein the wagering game is a multi-player wagering game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game indicia are sequentially selected from a range of available game indicia, wherein one of the

players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the player's unique game array matching sequentially selected game indicia matches one of a plurality of the predetermined progressive jackpot winning patterns, the gaming unit comprising:

an input device for inputting a plurality of input selections;

a display device;

a gaming unit memory device;

a currency-accepting mechanism that is capable of allowing a player to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the player;

a gaming unit controller operatively coupled to the input device, the display device, the gaming unit memory device, the currency-accepting mechanism, and the value-dispensing mechanism,

the gaming unit controller being programmed to receive a first batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the first batch of the sequentially selected game indicia to the game indicia of the player's unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first interim pattern ~~on the player's unique game array~~ formed by game indicia on the player's unique game array matching sequentially selected indicia in the first batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array;

the gaming unit controller being programmed to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to cause the gaming unit memory device to store the first interim pattern award amount in response to detecting input by the player within the first sleep time period;

the gaming unit controller being programmed to receive a second batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the second batch of sequentially selected game indicia to the game indicia of the player's unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in response to determining that a second interim pattern on the player's unique game array formed by game indicia on the player's unique game array matching sequentially selected indicia in the first and second batches matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second interim pattern on the player's unique game array;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the second interim pattern award amount minus the first interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the second sleep time period and determining that the second interim pattern award amount is greater than the first interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the first interim pattern award amount to the player in response to not detecting input by the player within the second sleep time period.

50. (Currently amended)   A gaming unit for conducting a wagering game and an associated progressive jackpot in a gaming network having a network computer and a plurality of gaming units, wherein the wagering game is a multi-player ~~wagering~~ game wherein each player has a unique game array of game indicia for the occurrence of the wagering game and individual game

indicia are sequentially selected from a range of available game indicia, wherein one of the players wins the occurrence of the wagering game by matching a predetermined game winning pattern of game indicia on the player's unique game array with the sequentially selected game indicia, and wherein the outcome of the occurrence of the wagering game is a predetermined progressive jackpot winning outcome if a pattern on the player's unique game array formed by game indicia on the <u>player's</u> unique game array matching sequentially selected game indicia matches one of a plurality of the predetermined progressive jackpot winning patterns, the gaming unit comprising:

an input device for inputting a plurality of input selections;

a display device;

a gaming unit memory device;

a currency-accepting mechanism that is capable of allowing a player to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the player;

a gaming unit controller operatively coupled to the input device, the display device, the gaming unit memory device, the currency-accepting mechanism, and the value-dispensing mechanism,

the gaming unit controller being programmed to receive a batch of the sequentially selected game indicia at the gaming unit;

the gaming unit controller being programmed to compare the batch of the sequentially selected game indicia to the game indicia of the <u>player's</u> unique game array;

the gaming unit controller being programmed to determine that the player has won a first interim pattern award for the occurrence of the wagering game in response to determining that a first <u>interim</u> pattern ~~on the player's unique game array~~ formed by game indicia on the <u>player's</u> unique game array matching sequentially selected indicia in the batch matches one of a plurality of predetermined interim patterns;

the gaming unit controller being programmed to determine a first interim pattern award amount for the player corresponding to the first interim pattern matched by the first <u>interim</u> pattern on the player's unique game array;

the gaming unit controller being programmed to determine that the player has won a second interim pattern award for the occurrence of the wagering game in response to determining that a second <u>interim</u> pattern on the player's unique game array formed by game indicia on the

player's unique game array matching sequentially selected indicia in the batch matches a second one of the predetermined interim patterns;

the gaming unit controller being programmed to determine a second interim pattern award amount for the player corresponding to the second interim pattern matched by the second interim pattern on the player's unique game array, wherein the second interim pattern award amount is less than or equal to the first interim pattern award amount;

the gaming unit control unit being programmed to provide a first sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the first interim pattern award amount;

the gaming unit controller being programmed to provide a second sleep time period for the player to make a prize claiming input selection at the input device of the gaming unit to claim the second interim pattern award amount;

the gaming unit controller being programmed to transmit a message to a progressive jackpot network computer to add a progressive jackpot contribution equal to the first interim pattern award amount minus the second interim pattern award amount to the progressive jackpot pool in response to not detecting input by the player within the second sleep time period and determining that the first interim pattern award amount is greater than the second interim pattern award amount; and

the gaming unit controller being programmed to cause the value-dispensing mechanism to dispense the second interim pattern award amount to the player in response to detecting input by the player within the second sleep time period.

51. (New)   A method for conducting a wagering game and an associated progressive jackpot in accordance with claim 45, wherein the outcome of the occurrence of the wagering game is the predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

52. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 45, wherein the first interim pattern award amount is a predetermined award amount corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array.

53. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 45, wherein adding the progressive jackpot contribution comprises adding the progressive jackpot contribution upon determining that the player inputs the first prize claiming input to claim the first individual interim pattern award.

54. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 45, wherein each of the first and second interim pattern awards is separate from a game-winning award, wherein the game-winning award is awarded at an end of the wagering game.

55. (New)   A method for conducting a wagering game and an associated progressive jackpot in accordance with claim 46, wherein the outcome of the occurrence of the wagering game is the predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

56. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 46, wherein the first interim pattern award amount is a predetermined award amount corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array.

57. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 46, wherein adding the progressive jackpot contribution comprises adding the progressive jackpot contribution upon determining that the player inputs the second prize claiming input to claim the second individual interim pattern award.

58. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 46, wherein each of the first and second interim pattern awards is separate from a game-winning award, wherein the game-winning award is awarded at an end of the wagering game.

59. (New)   A method for conducting a wagering game and an associated progressive jackpot in accordance with claim 47, wherein the outcome of the occurrence of the wagering game is the predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

60. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 47, wherein the first interim pattern award amount is a predetermined award amount corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array.

61. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 47, wherein the message to the progressive jackpot network computer to add the progressive jackpot contribution is transmitted upon determining that the player inputs the first prize claiming input to claim the first individual interim pattern award.

62. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 47, wherein each of the first and second interim pattern awards is separate from a game-winning award, wherein the game-winning award is awarded at an end of the wagering game.

63. (New)   A method for conducting a wagering game and an associated progressive jackpot in accordance with claim 48, wherein the outcome of the occurrence of the wagering game is the predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

64. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 48, wherein the first interim pattern award amount is a predetermined award amount corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array.

65. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 48, wherein the message to the progressive jackpot network computer to add the progressive jackpot contribution is transmitted upon determining that the player inputs the second prize claiming input to claim second first individual interim pattern award.

66. (New)   A method for conducting a wagering game and associated progressive jackpot in accordance with claim 48, wherein each of the first and second interim pattern awards is separate from a game-winning award, wherein the game-winning award is awarded at an end of the wagering game.

67. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 49, wherein the outcome of the occurrence of the wagering game is the predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

68. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 49, wherein the first interim pattern award amount is a predetermined award amount corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array.

69. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 49, the gaming unit controller being programmed to transmit the message to the progressive jackpot network computer to add the progressive jackpot contribution upon determining that the player provides the first prize claiming input to claim the first individual interim pattern award.

70. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 49, wherein each of the first and second interim pattern awards is separate from a game-winning award, wherein the game-winning award is awarded at an end of the wagering game.

71. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 50, wherein the outcome of the occurrence of the wagering game is the predetermined progressive jackpot winning outcome if the player matches the predetermined progressive jackpot winning outcome within a predetermined maximum number of sequentially selected game indicia.

72. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 50, wherein the first interim pattern award amount is a predetermined award amount corresponding to the first interim pattern matched by the first interim pattern on the player's unique game array.

73. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 50, the gaming unit controller being programmed to transmit the message to the progressive jackpot network computer to add the progressive jackpot contribution upon determining that the player inputs the second prize claiming input to claim the second individual interim pattern award.

74. (New)   A gaming unit for conducting a wagering game and an associated progressive jackpot in accordance with claim 50, wherein each of the first and second interim pattern awards is separate from a game-winning award, wherein the game-winning award is awarded at an end of the wagering game.